



HYPERION

ATL

SPACE DUEL™ is a totally new challenge that offers players the choice of 4 different exciting game modes. One player can pilot a single Fighter or can single-handedly maneuver a Space Station. Two players can control separate Fighters in a competitive game or can cooperatively control a Space Station. In any of these games, players must dodge saucers, space mines and stars and destroy a total of 7 different targets. New objects appear in Waves 1, 2, 4 and every third wave until all are seen. Target speed also increases with each wave.



Space Stations. Either one or two players control a "Space Station" and ships linked together by a "fuse."

One Player Game. Player 1 controls all functions (except thrust) of the green and red ships simultaneously with the Player 1 controls.

Two Player Game. Two players must work together to score. The first hit on either ship will damage that ship. The damaged ship will continue to fly until it runs out of energy or is destroyed. The second ship will destroy that ship and start the "fuse" link burning, eventually destroying the other ship as well.



Fighters. One or two players fly single ships in a competitive game. **One Player Game.** One player fights for high score, trying to survive each new wave of targets.

Two Player Game. Two players compete against each other. Players may shoot each other without losing a life. The hit player will "blink" out for approximately 5 seconds and re-enter with auto-revive and full shields.

If one player loses all of his lives before the other, the "lost" player will be allowed to play a damaged ship.



Onslaught Wave. Onslaught begins at the end of each wave with targets destroyed. A low running speed is found and a flashing color boundary appears to hold players from wandering around the screen. The bonus level score, flashes and buzz-bells and stars will be thrown at players.



Operator Accounting Display. In the Self Test mode, the screen shows the total number of seconds the game has been on since the last time it was cleared, the total time the game has been played in each of the four modes, the total number of plays for each mode, and average game time in seconds for each game.

Shields. Shields will protect the player from all collisions and saucer shots. Shields will diminish with time and if hit. Space Stations are allocated four times the shield energy as Fighters.

High Score Table. There are four separate high score tables for each of the four versions of Space Duel. A network display will signal the end of the game and the

player will be given time to enter his initials in the high score table.

New European Cabinet. Especially created for the European market, this full sized upright cabinet comes with wood grain sides and optional color side panel details.

Bonus. At the end of each wave the bonus level is increased by 10 points to a maximum of 90 points. This score is added to all point values in the game.



New 4-Speaker Sound. 2 powerful speakers under the 13-cup panel and 2 under the control panel on the upright and European cabinets offer a new experience in realistic and exciting sound that enhances player involvement in the action.

Controls. Dual controls allow one or two players to maneuver Fighters or Space Stations. The red ship is Player 1. The green ship is Player 2. Each has a coin slot, coin return, Fire Trigger and Shields. Each ship has 4 shields matching the color of the ship. Single players in Fighters or Space Stations games only use two controls.

Operator Options

Game Difficulty. Adjustable for Easy, Normal, Medium or Hard.

Game Lives. Either 3, 4, 5 or 6 ships may be selected.

Bonus Options. Selectable to award bonus every 8,000 every 10,000 every 15,000 or no bonus.

Dimensions (Upright): Height 71 3/4" 182.2 cm. Width 25 3/4" 64.9 cm. Depth 31 5/8" 80.3 cm. Weight 307 lbs. 139.22 kg. Monitor 19" QuadScan™ Color Cockpit Height Adjustable from 57" 66.58 cm. to 41" 104.14 cm. telescoping legs. Width 33 1/2" 85.1 cm. Depth 28 3/4" 71.74 cm. Weight 225 lb. 102 kg. Monitor 19" QuadScan Color European Same dimensions as Upright with wood grain side panels and optional side panel details.

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